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(21)Application number : 06-228209 (71)Applicant : SANYO ELECTRIC CO LTD  
(22)Date of filing : 22.09.1994 (72)Inventor : IUE SATOSHI  
MURATA HARUHIKO  
ANDO TAKAHISA  
MINECHIKA SHIGEKAZU  
MAENAKA AKIHIRO  
IINUMA TOSHIYA  
MORI YUKIO

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(54) **METHOD FOR TRANSFORMING THREE-DIMENSIONAL VIDEO SOFTWARE**

(57)Abstract:

PURPOSE: To falsely transform two-dimensional(2D) video software into three-dimensional(3D) video software.

CONSTITUTION: One of a 2D video signal from an input terminal 1 is outputted as it is and the other is delayed by a prescribed field through a field memory 5 and a 3D video signal is falsely obtained from output terminals 3, 4. The moving vector of a part of the 2D video signal is detected by a moving vector detecting circuit 7 and a CPU 8 controls a memory control circuit 6 in accordance with the size of the moving vector to control the delay amount of the memory 5.

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